

**Amendment to the Claims:**

The listing of claims will replace all prior versions, and listings of claims in the application:

**Listing of Claims:**

1-17. (Cancelled) are hereby cancelled without disclaimer or prejudice.

Please insert new claims 18-36 as follows:

18. (New) A client-server system, comprising:

a client terminal and a server, wherein the client terminal and the server are remote from one another, the client terminal and server being operable in and switchable between an on-line connected mode and an off-line disconnected mode, wherein in the connected mode the client terminal and server are connected to one another through a communication link such that data is exchangeable therebetween and in the off-line disconnected mode the client terminal and server are disconnected from one another, and wherein the server comprises memory for storing game data that defines an electronic game and encrypts said game data in accordance with one or more pre-determined operational parameters, and the communication link transmits the encrypted game data to the client terminal during an on-line connected mode session, and wherein the client terminal comprises a memory for storing received encrypted game data, a processor for executing the encrypted game data so as to provide for playing of the electronic game during an off-line disconnected mode session

and to provide an outcome of the gameplay, and the communication link transmits the outcome to the server during an on-line connected mode session.

19. (New) A client-server system according to claim 18,  
wherein:

the operational parameters including instructions on how to encrypt the outcome of the game.

20. (New) A client-server system according to claim 18,  
wherein:

the client terminal decodes encrypted game data.

21. (New) A client-server system according to claim 18,  
wherein:

the user plays the game and the client terminal encrypts a result to be returned to the server.

22. (New) A client-server system according to claim 18,  
wherein:

one of said one or more operational parameters comprises a time limit for completing the game and returning an encrypted game outcome to the server.

23. (New) A client-server system according to claim 22,  
wherein:

if the game is not completed by the expiry of said time  
limit, then on expiry of said time limit a void game outcome is encrypted and  
returned to the server.

24. (New) A client-server system according to claim 18,  
wherein:

if the game is reset then a null game is encrypted and  
returned to the server.


25. (New) A client-server system according to claim 18,  
wherein:

the server on the basis of the outcome computes an  
updated result.

26. (New) A client-server system according to claim 25,  
wherein:

the updated result is transmitted to the user.

27. (New) A gaming device including games content comprising gaming parameters, and adapted to download content from a server disposed remote from gaming device, wherein:



the gaming device and server are connectable to one another, the gaming device and the server being operable in and switchable between an on-line connected mode and an off-line disconnected mode, wherein in the connected mode the gaming device and server are connected to one another through a communications link such that data is exchangeable therebetween, and in the off-line disconnected mode the gaming device and server are disconnected from one another, the gaming device having a memory, and a controller, the memory storing at least one of original and modified games content, the controller being operable to transmit in an on-line connected mode session a request for participation in a server controlled games competition provided by the server, the request comprising an identifier of the required competition, the device receiving encrypted gaming parameters from the server in an on-line connected mode session, the controller storing said gaming parameters in said memory, the controller allowing for execution of said game during an off-line disconnected mode session and returning an outcome of the game to the server.

28. (New) A gaming device according to claim 27, wherein:

the device is a handheld electronic device.

29. (New) A gaming device according to claim 28, wherein:  
the device includes a transceiver and the encrypted  
outcome is transmitted by signals over the air.

30. (New) A server comprising:  
a memory for storing game data which encrypts said game data in  
accordance with one or more pre-determined operational parameters, and  
associated communication link for transmitting the encrypted games data to a  
client terminal, wherein  
said server is disposed remote from the client terminal, wherein the  
client terminal and server are connectable to one another via a communications  
link, the client terminal and the server being operable in and switchable between  
an on-line connected mode and an off-line disconnected mode, wherein in the  
connected mode the client terminal and server are connected to one another  
through the communications link such that data is exchangeable therebetween,  
and in the off-line disconnected mode the client and server are disconnected from  
one another, the client terminal being adapted to play a downloaded game in an  
off-line disconnected mode session.

31. (New) A server according to claim 30, wherein:  
the server receives an outcome of a gameplay from a client  
terminal.


32. (New) A server according to claim 30, wherein:  
the server manages, administrates or controls the running  
or organization of a game competition.

33. (New) A computer program product loadable on a terminal  
comprising:

an electronic game stored in a memory thereof, the product enabling  
downloading encrypted gaming parameters of the game from a server, executing  
the game and sending an outcome to said server, wherein said terminal is remote  
from the server, and are connectable to one another via a communications link,  
the terminal and the server being operable in and switchable between an on-line  
connected mode and an off-line disconnected mode, wherein in the connected  
mode the terminal and server are connected to one another through the  
communications link such that data is exchangeable therebetween, and in the off-  
line disconnected mode the client and server are disconnected from one another,  
wherein the product downloading encrypted gaming parameters of a game from a  
server occurs during an on-line connected mode session, the product executing  
the game occurs during an off-line disconnected mode session, and sending an  
outcome to the server occurs in an on-line connected mode session.

34. (New) A computer program product loadable on a server, wherein:  
the product enables the application of encryption data to gaming parameters of an electronic game, and sends said encrypted gaming parameters to a terminal, wherein said terminal is remote from server and are connectable to one another via a communications link, the terminal and the server being operable in and switchable between an on-line connected mode and an off-line disconnected mode, wherein in the connected mode the terminal and server are connected to one another through the communications link such that data is exchangeable therebetween, and in the off-line disconnected mode the client and server are disconnected from one another, wherein the product enabling downloading encrypted gaming parameters of a game from a server to a client occurs during an on-line connected mode session, and executing the game occurs during an off-line disconnected mode session.

35. (New) A client-server system wherein:  
the server sends a game to the client during an on-line connected mode session via a communication link, the game having associated therewith pre-determined operating parameters that are encrypted by the server, the client receiving the game and the game being stored onto the client, the client executing the game during an off-line disconnected mode session and the client returning an outcome of the game to the server during an on-line connected mode session.



36. (New) A method for downloading games content from a server to a client, the method comprising:

at the server encrypting gaming data of the games content in accordance with a predetermined criterion, transmitting the encrypted game data to the client while the server and client are connected to one another via a communication link, and transmitting a result indicative of the outcome of gameplay from the client to server, said result being obtained from gameplay while the server and client are disconnected from one another.

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